

week 15:	kon-tiki : a voyage with a difference (interest badge programme)
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Background information (use information for linking sentences):

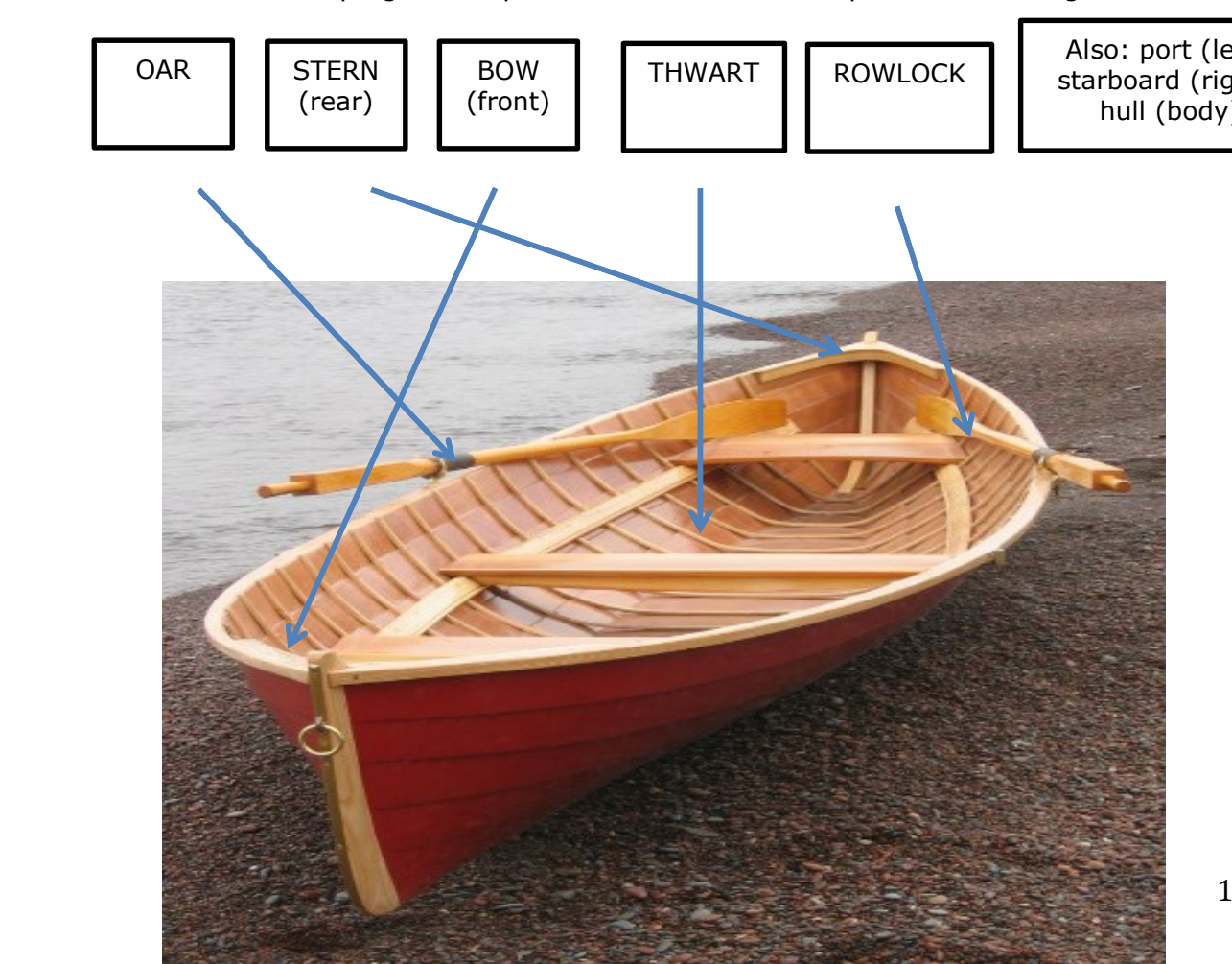
The Kon-Tiki Expedition was one of the greatest sea voyages in history! Thor Heyerdahl plus five others crossed the enormous Pacific Ocean on a primitive raft made from a few balsa logs bound together back in April 1947. He wanted to prove that even in old civilisations, people were able to travel far distances using what was available. They all needed to know their knots really well in order to lash the poles together. Because the raft was small, they had to be careful of where they sat and stood. At one stage, one of the men fell overboard when he tried to catch his sleeping bag as it fell into the water. When they arrived at one of the Polynesian islands, the raft was broken up by the strong waves – but they made it! This was just one of many voyages that Thor Heyerdahl had taken part in. These voyages showed that early on the oceans became a means of spreading cultures between continents and were not obstacles.

Games:

1. **Wide:** What is that?

Pictures of a rowing boat have been cut up and scattered around the playing area. In Sixes, Cubs need to find all the pieces and put them together to form a picture of a labelled rowing boat. Go over the parts once this is done, Below is just an example as there are more parts which may be named.

See the end of the program for possible sites to download pictures of rowing boats.



2. **Team:** Name that Part

The goal of this game is to work cooperatively to place the bottle on the right answer. However, the group can't actually touch any of the parts with their hands, or even get close. Tie a series of strings to a rubber band, set it down in the middle of the floor and fan the strings out in a circle. Each Cub gets a string to hold. Have Cubs stretch, tighten and otherwise manipulate the rubber band by pulling and slacking their strings in order to pick up the 2 litre bottle. They must then place the bottle on the specified picture. Put Cubs into groups of four. Call out the parts of the boat (as per the picture in the wide game) and they need to put the bottle on the right picture (enlarge the picture of the boat and cut up according to the different parts). References to pictures on the web are at the end of this programme.



3. **Relay:** Rowing around the island

Cubs should be in their Sixes. Cubs stand in a line with their legs open (tunnel). On go, the first player starts burrowing! They go on their knees and crawl through the tunnel as quickly as possible and on reaching the end they stand up, as such becoming the first Cub in the line. Once up, the last Cub in the line becomes the burrower and goes through the tunnel and so the tunnel keeps moving forward. Keep on until they get to a designated spot. Make sure the tunnel is kept open at all times and everyone has a turn to go through the tunnel.

4. **Revision:** Safety Quiz

Games Module: page 50 – focus on water safety.

5. **Active/Musical:** Newspaper Raft

Games Module: page 80

When swimming, we need to make sure we are using all our senses and are aware of any dangers.

Sense Training:

1. **Feel:** What is under the water?

Put a number of items into buckets of water and cover with a cloth. Cubs need to come up and find the item which the Scouter has announced. Have enough items for the Cubs to have two turns

2. **Sound:** Amazing how sound carries over the water ...

Have some sounds recorded that you might hear if out on a boat – e.g. the whistle from a lifeguard, birds, lapping of water against the boat, etc...

Every boat needs a captain ...

Yarn:

The Captain's shirt story

For this story you need a double sheet of newspaper.

After folding the traditional paper boat, tell your Cubs the story of the Captain's shirt and by tearing the paper, you can produce a surprising result.

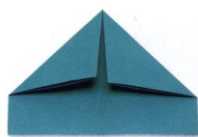
There are many different versions on the web – this version was from:

<http://www.geo.mtu.edu/rs4hazards/Project%20resources/lessonplans/Cultural%20Differences/The%20Captain's%20shirt.doc>

Make a paper boat:



Fold the paper in half, bringing the two shorter sides together. Rotate the paper 180°, so that the fold you have just made now runs along the upper edge.



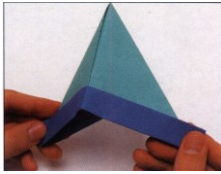
Fold the paper in half again, side to side, to establish the vertical centre crease. Unfold, and then fold both of the upper corners down to lie along the crease just made.



Fold the lower edge (single layer only) up to lie along the edges of the flaps in step 2.



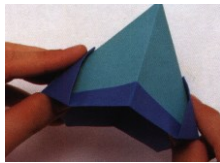
Fold the lower edge over once more, doubling the thickness of the horizontal band.



Repeat steps 3 & 4 on the reverse face. Open up and form what is known as the traditional paper hat. Push the two end corners of the hat together, until eventually the model can be flattened into a diamond shape. At the opening, the borders folded in steps 3 & 4 will need to be overlapped.



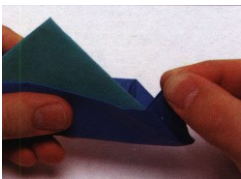
Once you have the diamond shape, fold the lower corner up (single layer only) to a point approximately a third of the way up the height of the hat. Repeat on the reverse side.



Separate the front and the rear sides of the model, while pushing the outer edges together. You are simply repeating step 5 in reverse. Flatten the model.



Fold the lower edge (single layer only) upwards as far as it will comfortably go. Repeat on the reverse side.

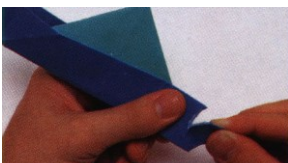


Hold the boat firmly in one hand, while using the other to carefully tease out the point that lies behind the wide band folded in step 8. Keep pulling the point out until you can flatten the model once more. Repeat at the other end, and you'll have the finished boat.

Now to the story ...

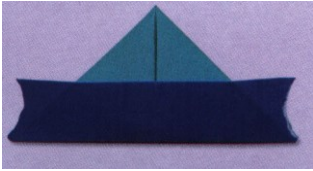
You can tell the story as elaborately as you like, focusing on tenses, sea-related vocabulary (animals, weather...), physical descriptions (of the Captain, other sailors...), you name it!

"There was once a sea captain, who, not being very clever, decided to set sail in a boat made of paper. Not that anyone could talk him out of it – as you can imagine, he was old, he thought he knew everything, and to tell the truth, he was a bit stubborn. No sooner had the first signs of a storm come up than he began to get worried. His fears proved justified when lightning struck the prow of the boat and tore it off."



At this point, you hold the boat tightly in one hand and tear off one end. Tear in a circular motion from halfway along the upper deck around the lower corner of the boat.

"The sea was very rough, the waves 10 meters high! Clouds were thick, and loud thunder crashed in the sky. More lightning struck the boat, and the distressed captain watched in tears as the stern was destroyed..."



Tear off the other end of the boat in the same way.

"...Then with a loud crash the mast and sails were torn down by the wind. Now the boat was helpless, all the sailors in danger. No island in sight! No other boats on the horizon to help them! And sharks are coming!! What will happen to them? "



Tear off the remaining point in a circular motion beginning halfway along the edge of the sail.

At the end of the story, you open out the paper as shown and say:

"And there was NOTHING left but the Captain's shirt!!



The Model boats badge requires the Cubs to make two models: one with a rubber band propeller and the other a model of a famous ship. Ideas for both are mentioned here but please keep in mind that ideally the Cubs should complete at least one requirement at home.

Craft/Activity:

1. **Activity:** Draw a rowing boat

As per the requirement for the Model boats badge (item 3)

Activity: Make or put together a model of a famous boat

Christopher Columbus's boat: <http://toy-models.wonderhowto.com/how-to/recreate-models-christopher-columbuss-sailing-ships-from-1492-0121462/>

Bluebeard's Ship: <http://www.nwf.org/kids/family-fun/crafts/milk-carton-boats.aspx>

Viking's Boat: http://happybrownhouse.com/2014/10/20/viking-ship-craft-for-kids/#_a5y_p=3000230

2. **Handcraft:** Model boat with a rubber band propeller

More detailed boat idea:

http://www.kidsgen.com/school_projects/power_and_steering_afloat.htm

Basic: <http://www.clickmagkids.com/trythis/crafts/make-a-paddle-wheel-boat>

Another basic: <http://www.thingiverse.com/thing:34889/#instructions>

Singing / Play Acting:

1. **Singing:** Row your boat

Singing Module: page 12

Also try these words to the same tune:

Glub, glub, glub your boat
Gently under the sea
Ha, ha fooled you
I'm a submarine

2. **Playacting:** It all in the water ...

Choose different activities which are performed in water for the Cubs to mime – e.g:

- Diving into a pool
- Having a bath
- Catching a fish
- Putting out a fire
- Turning on a tap
- Paddling a canoe
- Water skiing
- Pouring a drink of water
- Swimming
- Drowning
- Etc...

Model Boat Interest Badge Requirements:

Choose any two to do during the pack meeting and the third requirement to be completed at home:

1. Make a model boat with a rubber band propeller. **(Handcraft)**
2. Make or put together a model of a famous boat. **(Activity)**
3. Draw a picture of a rowing boat and oars. Name the parts. **(Wide game, team game and activity)**

Advancement covered:

Silver Wolf:

Aptitude Challenge - Water safety: (Revision game). The advancement marked off is dependent on the questions asked during the game.

Gold Wolf: No advancement covered.

PICTURES OF ROWING BOATS FOR GAMES:

- http://en.wikipedia.org/wiki/File:Wh_14_row_beach.jpg#mediaviewer/File:Wh_14_row_beach.jpg
- [http://www.heylandmarine.com/Dovetail-Rowing-Boat\(1656220\).htm](http://www.heylandmarine.com/Dovetail-Rowing-Boat(1656220).htm)
- <http://intheboatshed.net/2011/08/25/adam-newton-of-beer-devon-builds-a-gorgeous-12ft-clinker-built-rowing-skiff/>

There are other sites with clear pictures which may be used.